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Shaman's Revenge (The Way Of The Shaman: Book #6) LitRPG Series



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Synopsis

The adventures of the Shaman continue!Daniel Mahan, the legendary Shaman of the Barliona game-world, has served his sentence in virtual reality. Eleven months of adventures and battles in exchange for eight years in prison isnÃ¢â ¬â„¢t a bad trade-off. And yet Barliona refuses to relinquish its grip on the Shaman so easily, erasing the boundary between his two realities. It turns out that itÃ¢â ¬â„¢s not so simple to leave the capsuleÃ¢â ¬â •the Way must be completed...

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Customer Reviews

At the beginning of this book I was a bit concerned as it seemed a bit slow, but it definitely picked up by the end of the first third and was more like the other books in the series. Well worth buying if you've read the other books in the series.

OK I know I will face the wrath of many for this but I felt I had to get it off my chest. When I started this series it was probably my second favourite litrpg series (behind D. Rus early books). However

book 5 and now book 6 have felt like an author trying to end a series because they ran out of in game plotlines - I found the story to be very contrived in places and events occur that are just plain ridiculous and unbelievable (I know in a fantasy litrpg story ridiculous and unbelievable are normal but I mean even beyond that).It is a shame that the series seems to end like this - although I am sure there are ideas to continue. If this is the case then I would ask the author to go back to the beginning stories - develop the characters, develop the plotline in the game, leave me wanting more with a huge smile on my face - leave the out of game shenanigans behind.Just my 2c

good but a bit too convoluted and labyrinthine. I had a bit of a hard time buying into all the step by step manipulation the MC was supposed to have fallen for at every step of the previous books as this book portrays the MC as having went through. The way the " good guys " decided to manipulate the Shaman to help free him was suspect too. I would have far preferred at straighter story about them all questing and leveling up in pursuit of defeating the in game enemies. Also the wishy washy way the main character treated his own clan seemed completely unrealistic considering how he had just been betrayed by almost all of his new clan what sense does it make to basically turn over almost all of the running of the clan to strangers. this book didn’t really bring me back to liking Stacie all that much either, despite the author trying to sell us on her having to be so mean and manipulative. lastly I have heard there is a least on more book but honestly this one felt like the end to me.

Mahan wakes up at the beginning of the novel in the real world and is forced to go to VR addiction rehab as part of his release from prison. There, he has to deal with his swirling emotions and his bouts of delusion where he thinks heÃƒÂ¢Ã â ¬Ã â„¢s back in the game.Once free from rehab, Mahan plots his revenge and is recruited by a mysterious figure who also wants the downfall of the Phoenix clan.---If you were fuming after the end of book 5 because of that twist ending, then book 6 might make you feel a little better. Alot of the seriesÃƒÂ¢Ã â ¬Ã â„¢ storylines and plots are resolved. Even if they do feel rushed sometimes.The novel can be broken up into four themes. 1) Mahan dealing with the fallout from the events of book 5. Both the real life consequences and the in game ones. 2) The clean up of several storylines and quests from the series. 3) The shaman and the mysterious figure plotting to bring down the Phoenix Clan. 4) Mahan figuring out how he feels about Anastaria/Stacy.While I enjoyed the intrigue and action of the themes 1-3, what I thought was most interesting was theme 4. The way that Mahan feels about Anastaria is as complex as a real relationship. Sometimes he hates her and sometimes he loves her. There are moments where

things are almost reconciled and then one of them does something that reminds the other of the betrayal. The journey Mahn goes through emotionally with respect to Anastaria was interesting. No spoilers but stuff is resolved, good or bad, with her by the end of the novel.The other stuff in the novel is good too. Even though the novel feels a little rushed in sometimes and there are a few places where the story asks you to suspend your sense of disbelief a little too much, I had a good time reading the novel. The pace is quick, the action regular, and it ends in a surprising but satisfying way.Score: 7 out of 10.

This may be the last book in the series. It brought most of plot points to an end and had a pretty good ending. The first few books in this series were among my favorite LitRPG books (right up there with the Perimeter Defense, Realm of Arkon, and Mirror World series). Book 5 in this series had a very depressing ending and book 6 makes you wade through a lot of muck to get to the happy ending.I greatly preferred the playful, fun, almost joyous nature of the earlier books (1 through 4) to these. Still a good series (even my least favorite books in this series - books 5 and 6 - are much, much better than his dark paladin series; has a really depressing worldview with a main character who tortures others for power). Book 6 has some good parts mixed with the gloom, well worth reading as it is.Assuming that the author has finished this series, I hope he starts a new series and recaptures the joyous nature of the initial Shaman books.

This series started off so strongly, I wanted to spend more time in that world, but the last 2 books just weren’t satisfying reads. They felt rushed, like the author just wanted to crank them out and wrap up the series so he could move on to other projects. I bought this in the hopes that this would be a return to the earlier form, and I was disappointed.Spoilery Rant Below:The MC spends half the book in his head with circular logic that goes nowhere. The end feels totally anticlimactic, little buildup, and somehow in the space of a few paragraphs the MC nukes the big-bad-guy and then that’s it. There’s not much of a denouement, and the various player/npc characters that you and Mahan have spent the last five books getting attached to as more than a few lines of code are just summarily dismissed. Oh yeah, and all the buildup for "the way of the shaman" and all the time and effort in building relationships ingame, goes nowhere because the MC just walks away from the game in the end. In reading other reviews it seems that there may be more books coming in this series (which is not what I thought when I saw this listed as "Book 6 of 6"), but after the last 2 books I won’t be spending any more money on them.

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